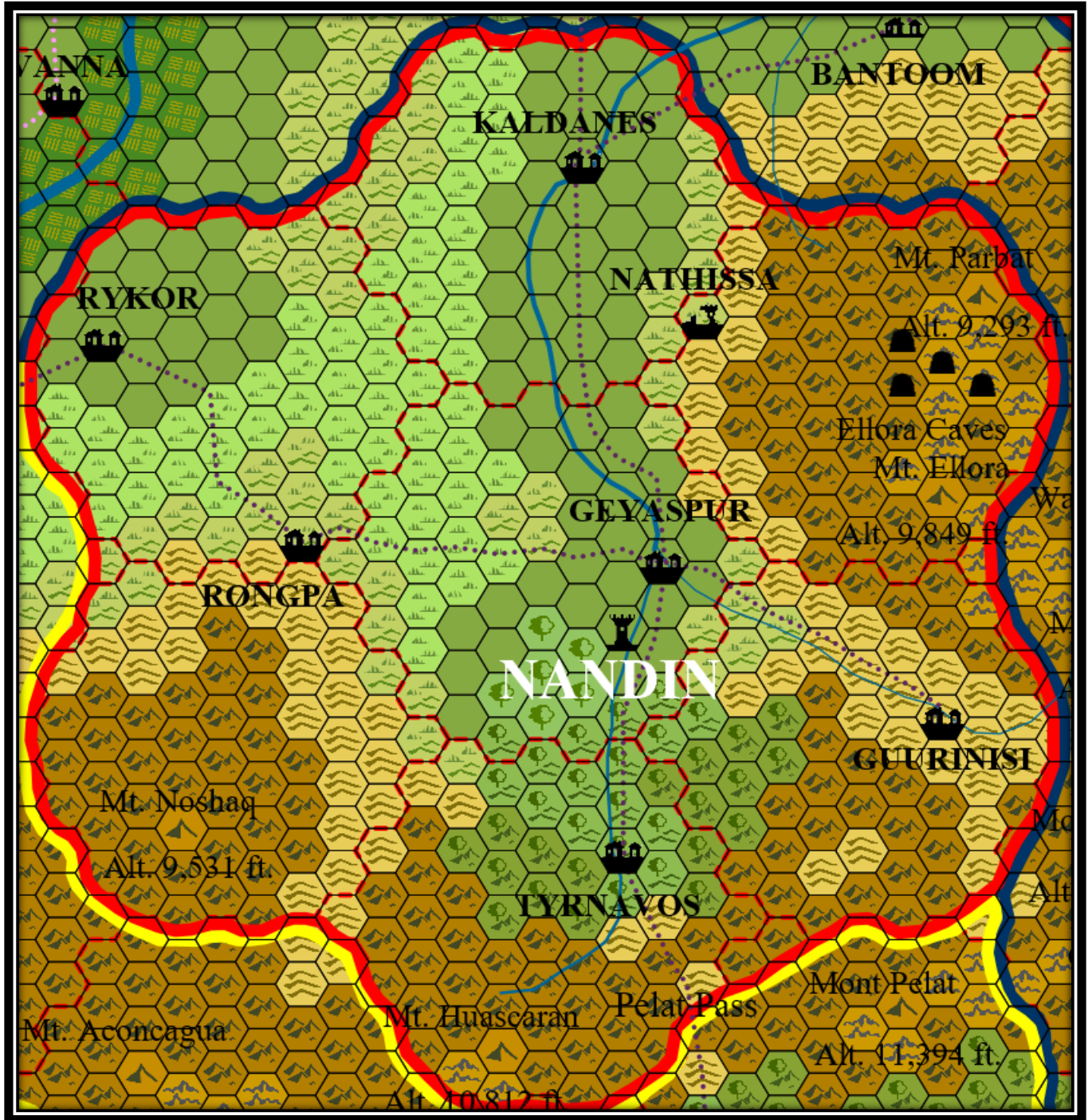


Nandin, Barony of

AC 1014



Area:
392 square miles

Population: *(population values are given for AC 1014)*

2284

Villages:

Geyaspur (380): is located several miles from the Baron's tower and is the main settlement of the Barony.

Tyrnavos (100): is a logging community in the southern foothill of the Barony.

Kaldanes (350): is a large farming villages on the Bantoom River in the northern end of the Barony.

Ethnic groups:

Averoignian 29%, Thyatian 14%, Orkarian 11%, Rzechian 10%, Sindhian 10%, Ethengarian 8%, Alphatian 7%, Lupin 5%, Flaem 5%, Others 1%.

Languages:

Thyatian common, Averoignian

Ruler:

Borodin (born 981, M11, 3rd Circle Master of Air, AL - Neutral)

House:

Silverston

Military:

The Barony is occasionally visited by patrols of both wings of the 2nd Grand Army Corp as Nandin lies roughly halfway between Brannart's Divisions in Sablestone Castle and Malachie's 15th Division in Vyennes. The Baron maintains a full-time professional mounted guard force of 25 F3 warriors, The Aravt, which is based in Tyrnavos and patrols the Barony for bandits and wandering monsters. It pays special attention to keeping Pelat Pass clear and safe for merchant traffic as well as watching the western and eastern foothills of the barony for any trouble before they reach the Bantoom River lowlands where most of the population of Nandin lives.

Food:

Surplus

Trails:

The Palat Road is a poor quality trail that runs through the Barony from north to south connecting the Barony with the Viscounty of Fausseflammas to the south and the Moulins Free Province and Viscounty of d'Ylourgne to the north. The Palat Pass at its highest point is just over 7000 feet above sea level and is rarely closed even during winter except in cases of extreme snowfall where even normal travel would be next to impossible. The West End Road is a similarly poor-quality trail that runs west from Geyaspur and connects the Barony to the West End Free Province to the west. The Bantoom River is a small gently

flowing river that is unnavigable to river boat traffic but provides for good agricultural yields in the central valley of the Barony.

Economics:

Nandin like most of the baronies in the Sablestone region is a mineral poor dominion however like its neighbor to the west, the Barony of Egnor, Nandin has a commodity nearly as valuable with a large forest that provides lumber to the rapidly growing and largely tree-less lumber starved Sablestone region. Demand is such for lumber in Sablestone that a large amount passes through Nandin, via the Pelat Pass, from Fausseflamms to the south. While there have been no deposits of mineral wealth in Nandin some hardy prospectors continue to explore its hills and mountains in hope of finding a previously unfound vein. Those that do not support the lumber industry in Nandin grow staple vegetables along the Bantoom River and herd cattle in the western hills. The Barony produces far more food than it needs to feed its own population so much of what Nandin produces is shipped off to the Viscounty of d'Ylourgne for merchants to take the food (and lumber) to the starved Black Mountains Free Provinces and the Baronies on the range's western slopes.

Nandin Monthly Financial Ledger (figures from AC 1014)

Main resources: 1 vegetable, 1 mineral
4 hexes: mountain; borderland; pop. 224; tax 11.2 dc
3 hexes: clear; rural; pop. 1680; tax 168 dc
Geyaspur: village; pop. 380; tax 38 dc

Total population: 2060 village/rural, 224 borderland

Tax Income: 217.2 dc
Resource Income: 651.6 dc
Standard Income: 1737.6 dc

As some trade does pass through Nandin, mainly lumber from Fausseflamms to the lumber starved western regions of Glantri the Baron is able to collect additional income based on fees and duties assessed on trade passing through Nandin. In addition, the Baron collects various fines assessed on his subjects as well as collecting taxes on adventurers booty. As a result, the Baron collects an average of 250 dc a month.

Council Tax: 571.3 dc
Net Cash: 547.5 dc
Overhead (35%): 191.6 dc
Available Cash: 355.9 dc

With 16,428 XP/year, in 10 years the Baron could gain 164,280 XP gaining one level
Alternative (tax only): 2606 XP/year
Alternate (tax plus extras): 5606 XP/year.

History:

Barons of Nandin

Subatai Khaldun	1006 - 1008
Borodin	1008 -

The Barony of Nandin was one of the 8 new dominions created by the Council of Princes in 1006. The princes felt the new dominions would provide much needed revenue with the massive increase in the size of the Grand Army due to the war with Alphatia and would provide more balance to a Glantrian nobility structure that in 1006 had nearly as many Principalities as Baronies and Viscounties *combined*. Several were created in the Sablestone region and the region east of the Barony of Egorn centered on the headwaters of the Bantoom River was one of the first areas selected to become a new barony as it was already well settled and with a largely docile population that was not a hotbed of FFF activity and unlikely to rebel against the higher taxes and tighter control that residing in a noble dominion would entail. Multiple wizards competed for the new barony which was considered one of the most desirable of the new barony locations. After weeks of intensive politicking and lobbying by the potential nobles an Ethengarian wizard, Subatai Khaldun, who had been Master of the Krondaharian Academy in Braastar emerged as the front runner after gaining the support of both Prince Etienne and Prince Malachie. The prospect of potentially facing a known Arch Mage in a duel drove most of other wizards away and in the end Khaldun easily won the new Barony after more than enough votes at Council and having his main competitor, a Flaemish wizard known to be powerful Necromancer, fail to gain enough votes at Parliament. Khaldun named the new Barony Nandin and declared his support for House Singhabad.

The transition of the area from Free Territory to Barony went as smoothly as the Council of Princes had hoped it might and the transition was made smoother by the new Baron who immediately took up residence in Geyaspur upon being Baron and took up a room in at the village's finest inn. Khaldun met all the local leaders and hired many to become officials in the new Barony and commissioned local workers to begin building a Baronial tower along the river several miles south of Geyaspur. The first months of the Barony went smoothly but later that year a 2nd wave of the terror campaign waged by Alphatian mages was unleashed upon Glantri. Nandin had escaped much of the first wave of Alphatian summoned monsters and terrorist attacks however in the 2nd wave of attacks starting in the winter of 1006 the Ellora Caves in the eastern mountains of the Barony were taken up a base camp by a squad of Alphatian terrorists and the Great War came to Nandin.

The first clue of the presence of the Alphatians was the discovery that the centuries old village of Nathissa had been attacked and all of its Rzechian inhabitants slain and was followed the next day by an assassination attempt on Khaldun in his newly completed tower by four Ostegos (Death Fiends) that attacked with complete surprise, teleporting into his tower, and were destroyed but at the cost of most of his tower guards. Khaldun mobilized the barony's militia thinking the attack upon Nathissa was the work of wandering monsters and not thinking the assassination attempt related to the attack. After

several more attacks by summoned monsters, it became clear that there was someone behind them and with reports reaching the Baron of renewed Alphantian attacks across Glantri he commissioned several Hunter-Killer groups of Glantrian adventurers to track down and eliminate the Alphantians. In the spring of 1007 the lair of the Alphantians was found and those the Alphantian terrorists killed. The rest of the year passed uneventfully in Nandin but 1008 brought the Great Plague which killed nearly 20% of the baronies population. Tragically when trying to coordinate healing efforts for his barony at the height of the plague Khaldun and his son and heir, Jherek, were ambushed and killed on the road between Geyaspur and Tyrnavos by Iron Golems previously summoned in large numbers by the Alphantians and left to harass Glantri.

With the death of Subatai Khaldun and with no heir Nandin became open for an Awards Festival. Much as it had two years earlier the prosperous Barony drew a large group of wizards to campaign the Council of Princes for their support and votes. The decorated Alphantian military wizard Borodin eventually gained the support of most of the Princes but Innocenti, the two Ethengarian Princes, and the new Princess of Bergdhoven Juliana Vlaardoen and became the new Baron of Nandin and declared his Barony to House Silverston. In the years since the end of the Great War peace and prosperity have returned to Nandin and while Borodin is not as beloved among the people of Nandin as his predecessor was, he does reside in the Barony and has made improvements to the people's well being including investing in improving basic education for the children of Nandin which have earned his subject's respect if not there love as the Baron is much more aloof and inaccessible than Khaldun was to his people.

Notable sites:

Geyaspur is the largest settlement in Nandin and is the administrative, economic, and social hub of the Barony. The village is due to celebrate the 500th anniversary of its founding next year and was founded by the Rzechians soon after the fall of the Overlord and their settlement of far western present day Glantri. Humans today make up the majority of the villages population with a large influx of Averoignians having settled in the village nearly 100 years ago. The village is little different from most small settlements in Glantri with small shops run by local craftsmen, several inns and taverns, a local Temple of Rad with 3 Shepherds and several acolytes, but also several buildings dedicated to the administration of the Barony. The long time Mayor of Geyaspur, Pierre Astier (age 64, F13, AL-L) capably runs the village and has proven to have been of great assistance to both of the Barons in helping balance the requirements of the ruling Barons and the desires of his villagers.

The most notable feature of the Barony of Nandin is the large cave complex in its eastern mountains between Mount Parbat and Mount Ellora. The Ellora Caves as they are locally known have long been used as hideouts for thieves, brigands, and highwaymen. The complex of caves has several miles of cave openings, some large enough to drive a wagon into while others are barely small enough for a man to squeeze into. The complex has never fully been mapped but is believed to be one large complex of caves rather than many smaller ones. Several expeditions over the years have tried to map the complex but none have successfully done so and has been noted that several mapping parties failed to return so it is assumed by the local population that the caves are potentially dangerous or even harbor something dangerous. However outside of their use by criminals, and the Alphantians during the Great War there have no documented attacks by anything hostile originating from the cave complex.



In the forested hills of the southern part of Nandin is the village of Tyrnavos which is a largely settled by Orkarians. The villagers here tend the forests of the southern hill country and harvest lumber for export out of Nandin to areas with need of lumber which creates most of the wealth generated by the Barony with prices reaching precious metal levels in some of the fast growing but lumber deficient areas of western Glantri. Much like Geyaspur the village also has a long time Mayor who has effectively worked with the new Barons of Nandin. The Orkarian mayor, Diliiss, has served as mayor for over 200 years but is grooming his replacement as he knows he is getting long in the years and wants to be sure the village has a capable leader when he passes on. Many Orkarians make use to the Pelat Pass to visit friends and relatives in the Viscounty of Fausseflamms to the south and also oversee the transfer of lumber from the heavily wooded Viscounty through the pass to Tyrnavos where visiting merchants who are often found in the villages inn's and marketplace will purchase before having the lumber shipped down river and beyond.

Coat of Arms:

Five white horses galloping around the sun on a field of blue

Useful links:

Borodin, and Glantrian Politics AC 1000- 1014 by Michael Berry